

# HOW TO ASSEMBLE THE GAME

## **Start by printing ...**

- The Gameboard in A3 format.
- The Mechanics in brief in A4 format (and the front page, too, if you want it)
- The Cards in A4 format. They are designed to be printed on Avery 85x54mm punch-out business card sheets - any other kind of paper or cardboard will do, of course, but then you'll have to do a lot more cutting.
- The Player booklets in A4 format, printed on both sides of the paper. Use the "Player booklets - for printing" file for this, and then fold each set of player instructions into an 8-page A5 booklet.
- Finally, print the Envelope fronts, cut them out and stick them onto four envelopes.

## **Then packing ...**

Pack each of the four envelopes with the following:

### *Player 1*

The Player 1 booklet  
The Vigilante cards  
The Relation cards  
1D6

### *Player 2*

The Player 2 booklet  
The Weapon cards  
A marker for the Righteousness Chart

### *Player 3*

The Player 3 booklet  
The Violators cards  
1D6

### *Player 4*

The Player 4 booklet  
The Setting cards  
A marker for the Outrage Chart  
1D10

Now you're ready to begin the game, which you do by choosing an envelope each and following the instructions outlined in the booklets.